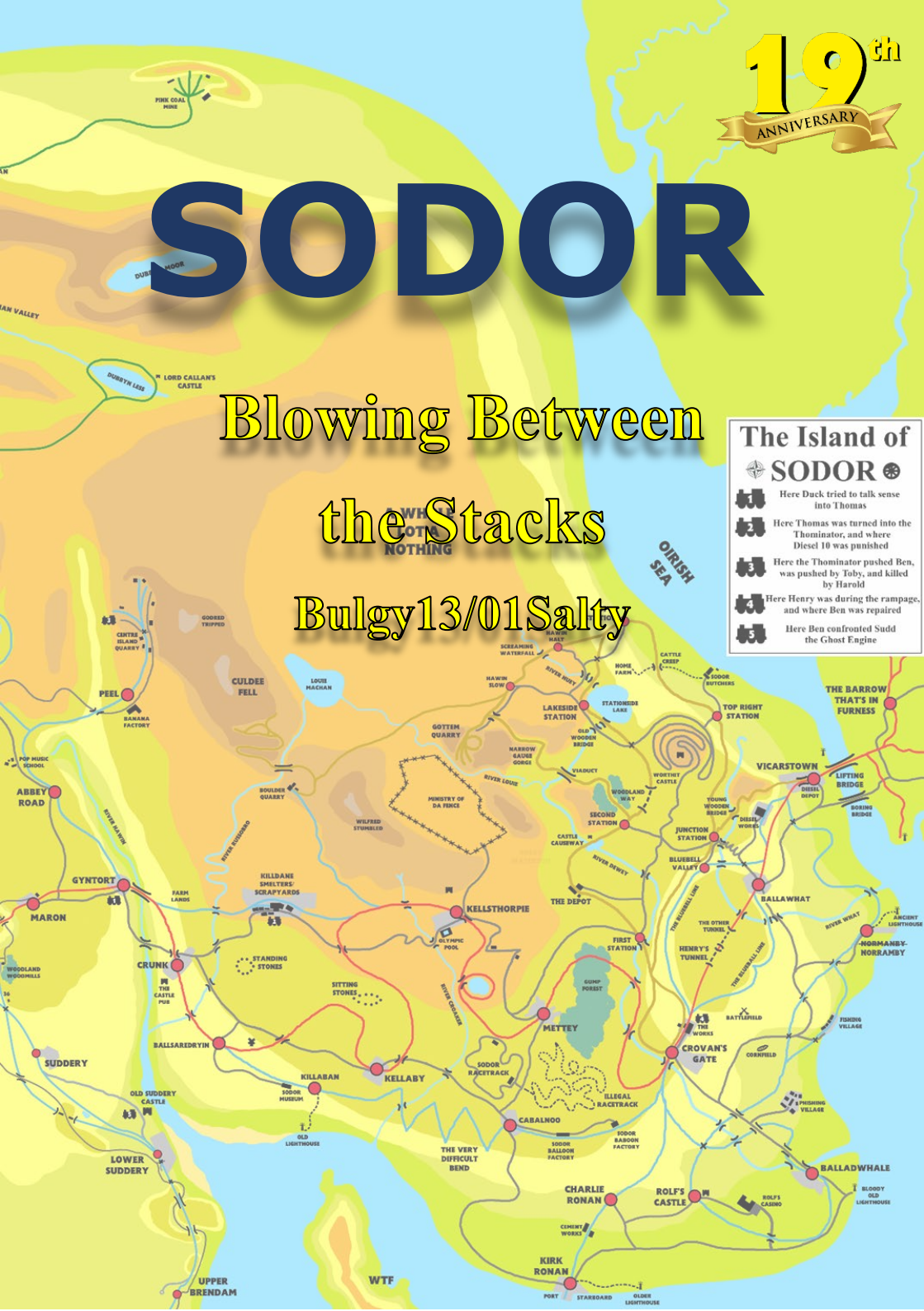
19th ANNIVERSARY
SODOR
Blowing Between the Stacks
Bulgy13/01Salty
The Island of SODOR
Here Duck tried to talk sense into Thomas
Here Thomas was turned into the Thominator, and where Diesel 10 was punished
Here the Thominator pushed Ben, was pushed by Toby, and killed by Harold
Here Henry was during the rampage, and where Ben was repaired
Here Ben confronted Sudd the Ghost Engine
PINK COAL MINE
DUBBYN LESS
LORD CALLAN'S CASTLE
A WHOLE LOTTA NOTHING
OIRISH SEA
PEEL
CENTRE ISLAND QUARRY
GOORED TRIPPED
BANANA FACTORY
CULDEE FELL
LOUIS MACHAN
ABBEY ROAD
POP MUSIC SCHOOL
BOULDER QUARRY
RIVER MAVIN
RIVER HUMBRO
WILFRED STUMBLED
MINISTRY OF DA FENCE
GOTTEM QUARRY
SCREAMING WATERFALL
HAWN SLOW
RIVER HUFF
HOME FARM
CATTLE CREEP
SODOR BUTCHERS
LAKESIDE STATION
STATIONSIDE LAKE
OLD WOODEN BRIDGE
NARROW GAUGE GORGE
VIADUCT
RIVER LOUIE
WORTHIT CASTLE
TOP RIGHT STATION
THE BARROW THAT'S IN FURNESS
VICARSTOWN
DIESEL DEPOT
LIFTING BRIDGE
BORING BRIDGE
WOODLAND WAY
YOUNG WOODEN BRIDGE
DIESEL WORKS
SECOND STATION
CASTLE CAUSEWAY
JUNCTION STATION
BLUEBELL VALLEY
RIVER DEWEY
GYNTORT
FARM LANDS
MARON
KILLDANE SMELTERS/ SCRAPYARDS
KELLSTHORPIE
OLYMPIC POOL
THE DEPOT
BALLAWHAT
THE BLUEBELL LINE
THE OTHER TUNNEL
ANCIENT LIGHTHOUSE
RIVER WRAY
NORMANBY-NORRAMBY
FIRST STATION
HENRY'S TUNNEL
WOODLAND WOODMILLS
CRUNK
THE CASTLE PUB
STANDING STONES
SITTING STONES
RIVER CROSSER
GUMP FOREST
METTEY
BATTLEFIELD
THE WORKS
FISHING VILLAGE
CROVAN'S GATE
CORNFIELD
SUDDERY
BALLSAREDRYIN
KILLABAN
KELLABY
SODOR RACETRACK
ILLEGAL RACETRACK
SODOR MUSEUM
OLD LIGHTHOUSE
OLD SUDDERY CASTLE
CABALNOO
SODOR BALLOON FACTORY
SODOR BABOON FACTORY
THE VERY DIFFICULT BEND
LOWER SUDDERY
BALLADWHALE
BLOODY OLD LIGHTHOUSE
CHARLIE RONAN
ROLF'S CASTLE
ROLF'S CASINO
CEMENT WORKS
KIRK RONAN
PORT
STARBOARD
OLDER LIGHTHOUSE
WTF
UPPER BRENDAM

Sodor: Blowing Between the Stacks

Bulgy13/01Salty

A word from the publisher

Pumpernickel.

More words from the publisher

Why was Thomas blue?
What did the Thin Clergyman think of the rampage?
Why the heck does James think he's a gangster?

These are just three of the many questions which are asked purely for the purposes of this book, and the answer to these and many others *may* be in here. *Blowing Between the Stacks* builds on the infamous video series originally created by Bulgy13 (also known as 01Salty) and his classmates in 2007, still available to view now on YouTube™ and other video platforms. While going into detail about the video series, as well as listing the characters that feature in them, this book concentrates mainly on answering questions and setting out, video by video, the location and story outline for every tale so far released, plus hints at stories never released and yet-to-be released.

Bulgy13, with basically no encouragement, released '*Thomas Blows His Stack*' in May 2007. There were originally plans to make a sequel video more immediately after the first, but long story short, things got in the way. After an extended period away from this universe, Bulgy13 followed the original up with four videos in 2022, 2024 and 2025 respectively, and in 2024 announced a remake of the original. More on these later.

Life has a funny habit of turning things on its head, and one day, whilst scrolling social media, Bulgy13 came upon a number of posts announcing a reprint of a book by Christopher Awdry. He since bought it, and armed with a new inspiration for parody, he decided to write a book about his series, which brings us to the digital file you're (hopefully) reading right now. 2026 is the 19th Anniversary of *Thomas Blows His Stack*, and it seems a fitting occasion to make this book.

I, and Bulgy13, hope that you enjoy…

Other Works

Also by Bulgy13/01Salty, though not part of the 'Thomas Blows His Stack' universe are: -

The 'Ffarqwits' series.
The 'Thomas & Friends Sillies' series.
The 'Visual Checklist' series.
160 Thomas Characters in 30 Seconds.
380 Thomas Characters in 30 Seconds.
The REAL Reason they call it Culdee Fell.
The Ultimate RWS Sodor Map.
The Class 40 meme.

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For more information in general please go to www.wikipedia.com

First and last edition.

Publisher's note – Please be aware that this book contains thoughts, phrases or terminology used by an idiot, which by today's standards are very silly and not to be taken seriously. Reader discretion is advised.

Front & back cover – The map of east Sodor from the '*Thomas Blows His Stack'* universe, drawn by Bulgy13 (series creator 2007-2026). With credit to ThomasTugsFan for the original map graphic.

Dedication

For Thominator lovers, everywhere

Contents

1. Introduction 1
2. The Island and its Bullshit 3
3. Characters in the Stories 8
4. Your Infrequently-Asked Questions Answered 22
5. The Stories, Their Origins and Location 33
6. Thomas: A Clown Worth Parodying For 36
7. And Finally… Behind the Google Drive firewall 38

Notes & Abbreviations

In the text the videos in the series will constantly be referred to. To avoid tedious repetition, we use abbreviations made from the first letter of the words in the title of each story.

Thus:

TBHS	*Thomas Blows His Stack*
ASOSS	*A Song of Smoke & Steam*
CSYT	*Celebrating Seventeen Years of TBHS*
TCB	*Thomas Comes Back*
BSN	*Ben's Spooky Night*
TBHSDC	*Thomas Blows His Stack: Director's Cut*
TBHSR	*Thomas Blows His Stack: Reterminated*
TATMR	*Thomas and the Magic Railroad*
TOTM	*Thomas on the Moon*

Introduction

My television told me the stories of Thomas the Tank Engine more times than I could count, and I have no doubt a viewing today would be a long way from the last. At the ripe old age of 15, during the Autumn of 2007, my classmates and I were tasked with making a short film as part of a Film & TV class assignment. By this point I had already experimented with filming my TOMY models on various rudimentary layouts in my bedroom, especially crash scenes (all lost media now), and I was inspired by a famous quote:-

Simplicity is the
keynote of all elegance.
(Coco Chanel)

I went to my classmates with a simple idea: instead of worrying about getting actors, sets, props etc. for a film, why not use models instead? Miniatures, on small sets, would be far more practical, controllable and overall, less stressful. Ultimately this suggestion had a tinge of selfishness- this was the perfect opportunity to finally make a full-fledged Thomas short film, and the assignment project was a great excuse, but its merit was genuine, and my classmates were happy to run with it.

Once the agreement was made, the script was written. The featured characters were based on what Thomas toys I had at the time, and I did not have a whole lot. After that, props and backdrops were made, and the filming commenced on the school grounds. I, and at least one other person, were present on almost every shooting location. 90% of the time they were classmates, however some scenes were just me and my brother, who simply helped out for the love of the game. The voice cast comprised entirely of people at school: fellow classmates, friends in other years, and teachers. Almost all lines were recorded on a basic wired handheld microphone in the school library during class. Some lines had to be redone (more on that later).

Over a period of about two weeks, the film was shot, dialogue recorded, music illegally downloaded, and everything edited on Windows Movie Maker, single audio track and all. We submitted the film as a group project, and the film passed the grade. Might've even got a high score, who bloody knows, since it was so long ago. The video was then uploaded onto YouTube™ on 5th May 2007.

Almost immediately I wanted to make a sequel. In 2009 I wrote a full-length script, and drew storyboards for pretty much the entire short film. Some lines were recorded, and even some footage shot. But due to the limitations of the filming space (a bench in a tiny wooden garden shed that looked like it was built in the 1700s), I wasn't happy with the results, and enthusiasm for the project died. That, plus other things got in the way- mostly life, work, and undiagnosed ADHD. The usual.

However, enthusiasm for the video slowly grew, with the original video gradually gaining views, and then, all of a sudden, there was a wave of commenters talking about how they watched the video when they were young, and had nostalgia for the video. Thanks for making me feel old everyone.

A follow-up video did eventuate in 2023, when I rediscovered the love for the original video after joining Twitter, and it gave me the creative boost to FINALLY get off my ass and make something. As a result, a short and simple but, imo, charming video called '*A Song of Snow and Steam*', was released on Christmas, expanding the Island's cast and giving a glimpse into the first Christmas after Thomas' death. Then the 17th Anniversary video was made, which included two returning OG voice actors, and then two more sequels, in 2025. As for the future, as well as the remake, who knows? I sure as hell don't.

The Island and its Bullshit

The development of the Island

The Island of Sodor, as you may be aware, was not invented by me. The overall aesthetic was obviously inspired by the TV Series, and all locations were put together, filmed on for one or two scenes, and then dismantled. Only two locations utilised two different sets, as seen below. All set items were either sourced or made by me- if you want something done right you gotta do it yourself.

The Locations on the Island

Tidmouth Sheds
(appears in *TBHS*, *ASOSS* & *CSYT*)

The main sheds where the engines we care about all sleep. Was partially damaged during Thominator's rampage, and was rebuilt and expanded afterwards because the Fat Controller was able to successfully sue British Railways, who built the Warship that caused all this mess. The insane payout allowed the railway to rebuild, and this was one result.

The shed to the side serves as a storage shed, either for the breakdown train or flirty coaches.

BTS: In TBHS the shed was made out of a shoebox with only four berths, and the shed was kept mostly off screen to hide this, although the tiny ass turntable did not really sell that illusion in hindsight. The workshops were also made of cardboard, and originally, I lazily thought only one roof panel was adequate!

The trackplan was inspired by that in TATMR, due to the line Thomas travels along behind the sheds at the start. I don't think I realised at the time that this was exclusive to TATMR, and that opening aerial shot really could have been cropped more, far out.

In TBHS there was no sky backdrop used for this set, and this is painfully obvious in the final shot. For ASOSS, a new shed was built, also out of cardboard. This time it had the correct amount of berths and was overall more accurate to the original show. Likewise, the carriage shed/workshops were updated with a more accurate building. The set was replicated again for CSYT, and any visual differences between it and the former can be put down to gradual changes over the long time period between stories. Yeah, let's go with that.

A lot of the additional elements used in the later sets were the originals from TBHS, such as the turntable and the cardboard walls, chimneys and tanks. Terence has also been a constant, because he is a nosy little chud who loves to eavesdrop on the engines.

Sodor Ironwork/Killdane Scrapyards
(*TBHS, mentioned in TCB*)

The scariest place on the Island for steam engines, and some overconfident trucks. Full of rusting hulks and pieces of scrap metal, with a platform, smelting shed, and a grabber that is always conveniently just off-screen. It was here that Thomas was transformed into the Thominator by Diesel 10, and later where Diesel 10 was punished for his deeds.

BTS: This set, like all sets not filmed outside, was built in the school library. It was a basic two-track set surrounded with buildings/sheds, and the Tidmouth storage shed served as the Smelters. Almost all the 'scrap' pieces seen are actual bits of old metal, and I still have all of them in an ice cream container. There are also old ERTL and other model toys sprinkled throughout. If you look closely, you can Sir Handel and Derek! This is their canonical fate too, btw.

Centre Island Quarry
(*TBHS, mentioned in CSYT*)

The Quarry in the middle of the Island, up in the mountains. Bill and Ben sometimes work here, and it was during this time that The Thominator went on his destructive rampage and pushed Ben off the tracks. The Thominator then forced the Pack to build a viewing platform, where he could gaze across the Island he was about to take over. That was until Toby bravely pushed him off the edge, to fall into the valley below. The TNT bomb Harold dropped effectively destroyed the Quarry, and killed Bill too. The Quarry has since closed, never to reopen.

BTS: 90% of the Quarry scenes were filmed in a sandpit, the only exception being the shot of the bomb falling on Thomas, which was filmed on dirt elsewhere on the school property. If you look closely, you can see the sand extend around and behind the mountain/sky backdrop in the shot of Ben falling.

Brendam Docks
(*ASOSS*)

The Docks at the end of Edward's branch line. Worked by Cranky, Salty, and now just Ben. Was once renowned for its criminal underbelly, being the main spot where pink coal was smuggled in. But since that's been legalised, the Docks are now much safer. A statue of Bill was also erected on the outskirts of the Harbour, in memoriam of their fallen workmate.

BTS: It was a simple set, just a raised base with glitter paper used for water behind. I've had Bachmann Cranky for years and was pleased to finally have him on screen.

Ffarquhar Station
(*TCB*)

The station at the end of what used to be Thomas' branch line (now Percy's). Stone trucks are shunted here by Mavis, and Toby stops here with Henrietta. Sometimes goods trains are brought up by Ming, and the local Council are still trying to clean off a summoning circle left by a certain disadvantaged bus.

BTS: Funnily enough, this location was going to appear in the original sequel, and a set was made and filmed on (more on that later). Here I built it again because I wanted to finally show what Ffarquhar looked in this universe. Inspiration was taken from all classic seasons it appeared in.

Other Locations

Gyntort Station (*TBHS*): A two-platform station with an adjacent shunting yard and piss-poor representation of a coaling tower. Here Duck tried to make Thomas see sense. Made using the motorised Dryaw station and Ffarquhar platform.

Mettey Station (*TBHS*): A single platform main line station, with a goods siding. Also made using the Dryaw station toy. For this shot I was by myself, so had to hold the camera AND pull Bertie, hence the shot looking like a mid-2000s action film scene.

The Works (*TBHS*): At Crovan's Gate, where the engines get repaired. Henry was hidden away here during the rampage, and Ben went here to receive his industrial bandaid. Was a quickly-made set, highlighting the single-road cardboard shed.

Brendam Yard (*BSN*): The Yard near Brendam Docks, where Ben lives by his lonesome. It was made by roughly redressing the Ffarquhar set, with a newly seen shed made for another model project that may never see the light of day, who the hell knows.

Suddery Castle (*BSN*): An ancient castle on an abandoned track, found on the coastline just south of Suddery. Notorious for the nearby ocean mists and stories of hauntings and sightings of ghost engines. Here Ben saw and confronted Sudd, a long-dead former W&S engine.

Generic Goods Yards (*TBHS* & *ASOSS*): Yards can be found all across the Island, for shunting goods trains and serving local businesses. Frequented by the likes of Ben, BoCo, Murdoch, and other goods engines I don't own. The Thominator shot the Fat Controller in one of these yards, and many of them were trashed during the rampage, but were quickly brought back to normal afterward. These were interchangeable in the original, with buildings/details and tracks changed to imply different locations. Ming's scene was on a specially built yard set, highlighting the open shed that was frustratingly flimsy. This one also had no sky backdrop, and you can plainly see the library shelves behind!

Locations not on the Island

The Really Useful Void
(*TCB*)

An infinite, ethereal, dark space that exists between life and death. Here those that have passed on can be summoned and talk to those still living (by way of summoning circle). This is one of Lady's realms, where she welcomes all visitors. Ben summons Bill here to give him updates on life, Toby sometimes talks to his brothers, and no doubt where Flynn Jr will talk to his deceased father Fiery Flynn. We're introduced to the Void when the Thominator is summoned by Bulgy, and he meets Lady, who just can't get through to the halfwit.

BTS: This set was simple but quite effective- a black throw rug draped over a table and clothes rack behind, with a square piece of glass placed flat to get the effect of the reflections. While not perfect, it did the job considering the tight time crunch, and with additional lightning/contrast tweaks, I think it worked for the vibe.

Characters in the Stories

Locomotives and other characters

Thomas/Hitlernator/The Thominator (1)
(*Appears in everything bar ASOSS and BSN. Voiced by Bulgy13*)

How Thomas first arrived on the Island is uncertain, unless you happened to have watched '*The Adventure Begins'*. He is a TOMY Class E2 0-6-0, fitted with extended sidetanks. These came in handy to store the mechanics required for his transformation, but more on that soon.

Thomas arrived as a station pilot, and was awarded his own branch line and two coaches, who loved him dearly. Almost too much. But over the years he had found he was being overworked, with little to no recognition of his efforts. This led to him becoming annoyed and jaded, and so did not take much convincing when Diesel 10 made him an offer at the Smelters that changed everything. Thomas was turned into the Thominator ('Hitlernator' to some engines), complete with red robotic eye, questionable moustache, and accessories like a machine gun out of his funnel, and RPGs that shoot out of his side tanks to blow up buildings or overturn buses (not seen on camera).

Despite his best efforts to destroy and take over the Island, Thomas was defeated by Toby pushing him off his pedestal, and quickly destroyed by a bomb dropped by Harold. Thomas died, to then eternally exist in the Void, never to hurt anyone again.

Thomas' remains were buried in a grave beside the line, and everyone on the Island has happily moved on from the blue tank engine.

BTS: Thomas's first model used was the 'annoyed' Thomas found in the 'Thomas & the Freight Cars' playset released as a Kmart exclusive in Australia in 2004. It went un-modded, although many have asked about the damage to the front bufferbeam- to that, I cannot remember how that happened sorry!

Thomas' 'Thominator' model was a modified Talk-n-Action Thomas, which by 2007 wasn't working, and Annie had been removed. The chassis and lampirons were poorly coloured black by permanent marker, the face and eye were modded by putting grey blu-tac over and then drawn on/coloured. Unfortunately, during filming the red robot eye wore off, so in some close-ups it's not really noticeable at all, hence come misinterpretations have come about in fan art. The eye was redone as originally intended for TCB, with additional silver detailing.

The model of Thomas used for the close-up with the machine gun funnel in TBHS is a Roll n Stamp toy from 1998, which was used purely because of the removable funnel. The parts of Thomas seen at the end of TCB are from another TOMY model, that was originally taken apart for '*Thomas's Bad Day*'.

Thomas' original voice was inspired by Eddie Glen in TATMR, and the Thominator's is obviously inspired by Arnold Schwarzenegger as the Terminator. Fun fact: I had the honour of reprising the Thominator role in a Thomas-themed Friday Night Funkin game, in 2022. You can find it on YouTube™.

Edward (2)
(*ASOSS/CSYT. Voiced by Tom Marshall*)

Edward is a TOMY 4-4-0 tender engine who runs his branch line between Wellsworth and Brendam. He is one of the oldest engines on the Island, and can be a little senile sometimes. He did not appear in TBHS because he was asleep somewhere.

BTS: Edward did not appear in TBHS simply because I didn't own a toy of him at the time.

Henry (3)
(*ASOSS/CSYT. Also voiced by Bulgy13*)

Henry is a TOMY 0-6-0 tender engine, who works on the main line pulling passengers, goods, and sometimes the Flying Kipper. Hates rain, elephants, and being unwell. He did not appear in TBHS because he was at the Works at the time being looked over due to some bullshit. Henry was also one of the big supporters of the legalisation of pink coal.

BTS: Like Edward, Henry does not appear in TBHS, also because I didn't own a toy of him at the time.

Gordon (4)
(*TBHS/ASOSS/CSYT. Voiced by Bulgy13 (again)*)

Gordon is a TOMY 0-6-0 tender engine, who specialises in two-coach Express trains along the main line. He is a pompous sort, who lords over other engines and always tries to make things about himself. He witnessed the destruction of the Thominator, and was aghast at Percy's ignorance about the whole thing many years later.

BTS: Gordon's voice was inspired by Neil Crone in TATMR. Fun fact: the model used in ASOSS is different to everywhere else, because I had lost the original for many years. It was found again in time for CSYT.

James (5)
(*TBHS/ASOSS/CSYT. Voiced by Zach W*)

James is a TOMY 0-6-0 tender engine, who pulls both passengers and goods trains. He considers himself a 'gangster' type, and talks as such. This drives the other engines crazy, but it is something he still does after all these years. Maybe he thinks it makes him seem cool? Hard to know.

BTS: James was voiced by someone in the year above me, and I wanted at least character in TBHS to have a parody gimmick. Not sure why but I settled on James acting like a gangster, but I did.

Percy (6)
(*ASOSS/CSYT. Voiced by Bulgy13 (AGAIN)*)

Percy is a TOMY 0-4-0 saddletank engine, who now runs the branch line formerly given to Thomas. He, almost unbelievably, was unaware of Thomas' rampage for over 10 years, partially because he took a train to the Mainland on that day, but also because he's an idiot.

BTS: Percy was not in TBHS also because I didn't own him. I suspect this is way I used Ben instead.

Toby (7)
(*TBHS/ASOSS/CSYT. Voiced by Bulgy13 (you get the idea)*)

Toby is a TOMY 0-4-0 tram engine, who works on Thomas' branch line pulling stone trains, and his coach Henrietta. He was the one who bravely pushed the Thominator to his demise, and equally as bravely challenged Bulgy13 to do a remake of the original video. Just don't ask him what's under his sideplates.

BTS: Toby's voice was inspired by Colm Feore in TATMR. Like Gordon, a different model was used in ASOSS due to the original being missing, however this second model was also used in CSYT because it actually still runs. Fun fact: It's a weird coincidence that Toby appears moving in all three final shots of TBHS, it was unintentional and I did not notice until much, much later! A paper replica was once made of him for filming the original sequel- more on that later.

Duck (8)
(*TBHS/ASOSS/CSYT. Voiced by Karl S*)

Duck is a TOMY 0-6-0 GWR pannier tank engine, who works on the Little Western branch line as well as the main line. He is a sensible sort, who tried to calm Thomas down when he was feeling frustrated. He similarly tried to ease Gordon once, without much success. Seems like he should just stop trying to help.

BTS: Duck was voiced by one of my best friends at the time, and the lines used for SCYT actually came from an earlier TBHS-adjacent project that never eventuated.

Ben
(*TBHS/ASOSS/CSYT/BSN. Voiced by Andrew M*)

Ben is one half of the 0-4-0 Brendam China Clay twins, who work between the Claypits and the Harbour. On occasion they are allowed to work elsewhere- he and Bill once double-headed a clay train to Tidmouth Harbour because BoCo was unwell, hence Ben appearing at Tidmouth Sheds in TBHS (Bill was taking on water).

Later on, Ben was confronted by the Thominator, and pushed off a siding to roll down an embankment. Ben was considerably damaged, but luckily was rescued by the Pack, and eventually sent to the Works for repairs. It wasn't until after that Ben found out about Bill's death, and it affected him severely. Although he did appreciate the statue honouring Bill, and once a year he visits the Void to talk to his spirit.

Ben, like a lot of the engines, is a bit dumb, and can mispronounce some complicated words. But he has a brave streak, and later confronted a ghost engine at Suddery castle.

BTS: Ben was voiced by a good friend the year below me, however I have long since fallen out of contact with him. If you want to know about the damage to Ben's bufferbeam- no idea how! At the time of filming Ben was the only twin I owned, and although I did get Bill later

on, I thought it'd be funny to have his absence at the end of TBHS explained by him being killed in the explosion.

Diesel 10
(*TBHS, mentioned in TCB. Voiced by Josh S and Bulgy13*)

Diesel 10- 10 out of 10 for devious deeds, brutal strength, and multiple voice actors. The evil diesel, who meets Thomas at the Smelters, having already heard of his frustration with everyone and everything, has a plan. He convinces Thomas to take revenge, pursue power and become unstoppable. Thomas quickly accepts, and within the Smelters, Diesel 10 has Thomas transformed into the Thominator.

During the rampage Diesel 10 sits back and watches from the safety of the Smelters, but unfortunately for him, Toad dobbed him into the Fat Controller, who taught Diesel 10 a lesson by taking him off the rails and placing him in a scrap heap. What happened after that is yet to be revealed!

BTS: Diesel 10 was originally entirely voiced by my classmate from the next year up called Josh, however due to us all being novices, and audio quality was severely lacking (there was a high-pitched whine the whole way through, which can still be heard on the remaining lines). I didn't think it was usable, so I re-recorded the worst lines myself, but kept in a couple of Josh's so his efforts weren't wasted. I imagined Diesel 10 as Russian as a funny gag, similar to James's voice, with no knowledge of the TATMR production history! Fun fact: Diesel 10 was the only other model to have his expression changed via blu-tac, which is in the final shot. He's shown with a frown, although sadly the image quality doesn't show it that well.

Ming
(*TBHS/ASOSS/CSYT/TCB, mentioned in BSN. Voiced by Mr. Wong*)

Ming is a Chinese high-speed diesel, who arrived on Sodor not long before the events of TBHS. He used to run high-speed trains in China with his brother Wang, however an accident led to Ming's engine being irreparably damaged. Ming was replaced by another high-speed diesel and was sold cheaply to the NWR, where he was rebuilt with a normal-speed engine, and given a new lease on life. He is a friendly chap, but like most of the other engines on the Island, is a little dumb. When he's not 'busy' working, he enjoys spending time in yards counting trucks, however he has a habit of not watching his surroundings and crashing into things.

BTS: Ming's model was taken from a vintage TOMY set, which originally had a motorised HST with two carriages (the carriage body of this can be seen as set dressing in TBHS). Ming used the non-motorised diesel end. He was created as a joke character, partially because I didn't own many other engines at the time, and partially because I just wanted a parody character to introduce. He was voiced by my maths teacher, whom I have lost contact with many years ago sadly.

Some folks have brought up the fact that this character is not very 'politically correct'. While at the time of filming my teenage self was naively not concerned with such matters, I can see the merit in the concern, and I do hope that due to the diligence of keeping the character's ethnicity consistent, and the fact he's no more negatively portrayed than anyone else, that it's not too problematic.

I still have the original model (as seen briefly in all the follow-up videos), but his blu-tac face is very squished and messed up.

Lady
(*TCB. Voiced by Nhila*)

The caretaker and host of the Really Useful Void, among other magical, maybe-canon-maybe-not-canon places. Meets engines as they come into the Void, and facilitates meetings between the living and the dead. Is normally very friendly, if a bit formal and exposition-y, but has no patience for those who don't listen to her.

BTS: I've owned Lady for as long as any other TOMY toy, even during the filming of TBHS, but I didn't want to include her as I never thought she'd fit canon-wise. I was so pleased to finally find something for her to do here. Fun fact: One of her side rods is long gone, but you'd never know from the single angle I filmed her from lol.

Other engines

Donald (9)/Douglas (10): The Scottish twin engines. Used together to clear snow during winter. Loves ducks and hates hay. Only cameos in ASOSS.

Oliver (11): A GWR/TOMY tank engine, who works with passengers and goods. Came to Sodor with Toad, however they have since legally separated. Only cameos in ASOSS.

Emily: A Stirling Single engine, who runs passenger trains with her own coaches. Loves being in charge and hates dawdlers. Only cameos in ASOSS.

Murdoch: A heavy goods engine, who runs long trains along the main line. Loves peace and quiet and hates sheep. Only cameos in ASOSS.

Fergus: A railway traction engine, who normally works at the Sodor Cement Works. Loves to sometimes hang out at Brendam Docks and get in everyone's way, and hates rocks. Only cameos in ASOSS.

Sudd: An 0-4-0 saddletank engine, and the original #2 on the Wellsworth & Suddery Railway. He and his brother Well helped build the line, and Sudd was lost in the sea when an embankment collapsed on the old wharf line near Suddery Castle. He is now renowned for haunting the area and making empty threats to visiting engines. Only appears in BSN, voiced by screams sourced on YouTube™.

Sir Handel: Dead. Scrapped- one too many fake sickies.

Derek: Dead. Scrapped- one too many real sickies.

Diesel: A Class 08 shunter, who is Diesel 10's sidekick. Helps Diesel 10 transform Thomas into the Thominator. Fun fact: In the lost 2011 Director's cut, he appears in a couple more shots to show him clearly. Only appears in TBHS, voiced by Bulgy13.

BoCo: A Metropolitan Vickers Diesel-electric Type 2. Works on Edward's branch line and the main line. Loves bees and hates James. Cameos in ASOSS and BSN.

'Arry/Bert: Class 08 diesels who work in the Scrapyards and Smelters. Nasty guys- will try to scrap you, and if they can't, just mildly inconvenience you. One cameos in ASOSS.

Salty: The dockyard diesel. Works at Brendam Docks. Loves stories and hates the colour green. Only cameos in ASOSS.

Mavis: Quarry diesel. Exists in this universe, but for some reason hasn't appeared in a video yet. Was due to play a huge role in the original sequel to TBHS (more on that later).

Class 40: Does not appear in any videos, but is always worth mentioning.

Other Railway Characters

Annie/Clarabel
(*TBHS/ASOSS/CSYT. Voiced by Jade & Jenna R*)

Thomas' faithful, flirty coaches. They enjoy working with him, but after Thomas' death, had to find another engine. This ended up being Percy, much to Gordon's disbelief.

BTS: Annie and Clarabel were voiced by a real pair of twins, the year below me. They really enjoyed doing the voice work.

Henrietta: Toby's coach. Doesn't say much. Only cameos in TBHS.

Scruffey: A troublesome truck. Was not destroyed by Oliver in this universe, but instead was messed up by being derailed by the Thominator, and later rebuilt. Cameos in TBHS, ASOSS, SCYT and TCB.

Toad: A GWR brakevan. Came to Sodor with Oliver, but sometime after the events of '*Snow Engine*' they had a falling out and are now legally separated. Hence why Toad appears all over the place, including at the tail end of Thomas' fateful scrap train. Cameos in TBHS and CSYT.

Non-Railway Characters

Bertie
(*TBHS/ASOSS. Voiced by Bulgy 13*)

A cheery red bus, who works on Sodor. Was one of the many victims of Thomas' rampage, although luckily rescued and was able to return to normal.

BTS: A lot of question marks about Bertie's spotlight scene in TBHS. The answer is that Bertie is upside down because Thomas blew up his road and caused him to flip, probably using one of his RPGs. Sadly, this

was not effectively conveyed in the original video, and the 2011 Director's Cut would've included a reshot scene showing the road behind all blown up.

Bulgy
(*TBHS/CSYT/TCB. Voiced by Mr. McGregor*)

A grumpy double-decker vegetable stand that used to be a bus and henhouse. Borrowed 20 bucks from Thomas at some point, and was devastated when he witnessed the Thominator getting killed at the Quarry. Despite decade-long efforts to raise the money back, he was unsuccessful, and desperately resorted to summoning Thomas in the Void to get his money. Once again- with no success.

BTS: Bulgy was voiced by one of my teachers, who happily returned years later to record a line for what ended up being in TCB.

Harold
(*TBHS/ASOSS/CSYT. Voiced by Bulgy13*)

A rescue helicopter, tasked by the Fat Controller to drop a bomb on the Thominator. Does so effortlessly, and although it was very close, only just managed to escape the mushroom cloud. He did however receive some injuries due to the blast, and was put on mechanical steroids to help heal, hence his larger, swollen body the following Christmas. Luckily the swelling went down, and he is now at his normal size.

BTS: Harold's voice was naturally inspired by Michael Angelis. His scenes were shot outside, and the TNT bomb was made of blu-tac. At the time of filming ASOSS I had lost the TOMY Harold toy, which is why the Bachmann one was used in its place. By the time of CSYT I had luckily found it again, so Harold could cameo there as normal.

Trevor: An old traction engine who lives at the Vicarage Orchard. Loves children and watching explosions with mushroom clouds. Voiced by Bulgy13, appears in TBHS and ASOSS.

Terence: A tractor who lives on a farm but seemingly works all over the Island. He's a nosy bastard, and loves sitting in railway yards or in close proximity to sheds to hear the latest gossip. Loves eavesdropping and peer pressure. Voiced by Nathanael, one of the other students in the group project, who graciously returned for SCYT. Cameos in ASOSS.

Jack & Alfie: Two of the members of the Pack. Once they worked in Centre Island Quarry but were forced by the Thominator to build him a platform to grandstand from. Both enjoyed his death, but the moment was ruined by Jack's stupidity. Jack voiced by Bulgy 13, both appear in TBHS.

George: A grouchy steamroller. Loves ripping up rails and chastising Bulgy. Voiced by PieceofJayVA, cameos in TBHS and appears in TCB.

The Horrid Lorries: Lorry 2 and 3 somehow managed to return to the Island after their disastrous first trip, although unconfirmed sources say they were both lobotomised on the Mainland, leaving them now with very docile and agreeable personalities. Cameos in TBHS and ASOSS.

Elizabeth: A Vintage Lorry. Used to be driven by the Fat Controller. Hates puddings and loves chilling out next to Tidmouth Sheds for some reason. Cameos in TBHS and ASOSS, and was on set in BSN but not seen.

Butch: A breakdown lorry. Helps with breakdowns. Cameos in ASOSS. Ignore the SSRC logo.

Caroline: An ancient car. Loves napping and hates balls. Never appeared in a released video but by all means exists. Would've cameoed in the original sequel.

Cranky: A Harbour Crane. Loves seagulls and hates Bill & Ben. Felt nothing when he learnt of Bill's death. Cameos in ASOSS.

Human Characters

Sir Topham Callem Maxim Windom Bertrum Hatt (I)
(*TBHS/ASOSS/CSYT/TCB/BSN. Voiced by Bulgy13*)

The Fat Controller of the North Western Railway and its narrow-gauge affiliates. Runs the railway like a tight ship and doesn't stand for any nonsense. As soon as he discovered what happened to Thomas, he went to the yard and confronted him. The Thominator unfortunately overpowered him immediately by shooting him in the gut with a machine gun, leaving Topham lying, bleeding, and unable to wave his arms. But because he is such a staunch worker, he immediately was able to get help, get bandaged up, and arrange for Harold to drop a bomb on the Thominator. Topham watched from a safe distance as the Thominator died a fiery death, and then got to work putting everything back to normal. As a part of this, he successfully sued British Railways, and got a payout so big it pretty much paid for all damages, Bill's statue, and upgrades to specific buildings (plus upgrading his car to a convertible, but that's just hearsay). Since then, life has returned to normal, with him running the railway the best way he knows, and having a heart attack every other month.

BTS: Topham's voice was naturally inspired by Michael Angelis's Connery-esque performance. Three models were used- a TOMY toy for small-scale, an ERTL wind-up toy for large scale, and the Take-Along model with car appears in ASOSS. Tomato sauce was used for the 'blood'.

Sid the Yard Foreman
(*TBHS. Voiced by Bulgy13*)

Worked in the Yards, giving out orders to engines. Had a telepathic knowledge of where all engines were at all times. Only appeared once, and then abruptly disappeared, never to be seen again. Some say it's because he was too powerful, others because of copyright infringement.

BTS: The toy for this man was lost long ago, hence the lack of appearances afterwards.

Lady Hatt: The only thing keeping Topham alive. Mentioned in TCB.

Tom Tipper: A postman. Hates bikes and loves sniffing envelope adhesive. Existence is implied via appearances of the Sodor Mail Van. I'm just spit-balling at this point.

Workmen: Numerous people (mostly men sadly) work across the railway doing odd jobs and menial tasks. A group of men were tasked to inspect and repair damaged tracks near Suddery, but were left behind in the Yard by Ben. Rumour has it they went to the pub afterwards and caused a riot. Cameos in ASOSS, appears in BSN.

Farmhands: Rowdy young blokes who enjoy working in nature and setting fire to stuff just to watch it burn. Favourite pastime is creating bonfires, which are especially useful in winter. Trevor and Terence learn jokes from them that should never be repeated. Cameos in ASOSS.

Your Infrequently-Asked Questions Answered

The questions answered below are grouped in three sections for easy reference – Behind the Scenes, Script, Characters, and General, in that order. The questions themselves do not, however appear in any particular order within those groups. If there is an order, it's purely coincidental and you're imagining things. Wake up.

(Please note, despite the parodical nature of this book, all questions below are from real people, and all answers are genuine and truthful, even if occasionally in jest.)

BEHIND THE SCENES

Q. What was the prompt for this assignment?
A. There was no prompt, we just had to make a short film. We had free reign.

Q. Were you originally planning to do something else for your School Project?
A. No, there was never any other plan as my proposal was the first idea suggested.

Q. How did the people in your group feel about working on such a film?
A. They had no idea what they were getting into but enjoyed it. More on that later.

Q. Did they choose to work with you or were they assigned partners? Did you film and edit everything by yourself so they'd agree to submit a Thomas film?
A. We were an assigned group. And more or less yes, it was one of my bargaining chips!

Q. Were you always going to use TOMY or did you settle for it at the last minute because you wouldn't have had to tie fishing wire to all your engines?
A. I was always going to use TOMY because that range is what I had the most toys of. I never opened any WR items and had nowhere near enough ERTL tracks or characters to pull it off.

Q. I feel there was a lot of Magic Railroad vibes throughout the video, was that the main intention or inspiration?
A. I don't think it was the main intention, but I cannot deny there was some inspiration taken.

Q. How long did production span from? And were more characters planned to be in this?
A. Roughly two weeks, from finishing the script to finishing the final edit and submission. And no, there were no more characters planned- almost every character I owned appeared in the film.

Q. Do you have any BTS footage of you guys setting up scenes or sets, or bloopers?
A. No, unfortunately. There were no photos or videos taken at the time, and if there were, they would probably be lost to time now like the original rushes.

Q. Which scenes in the video were your favourite and the most difficult to film?
A. I'd have to say my favourite would have been the 'action' sequences, like Ben rolling off the cliff, or Thomas derailing the trucks. My least favourite was the single shot of Gordon and Bertie near the end, as explained elsewhere.

Q. Why did the [shot after the] Ming scene have blue lighting?
A. There was no professional lighting on this shoot at all, so all light is natural and that was just the tone of the light coming into the library at the time. If I had the editing skills I have now I would've tweaked the grading to match the rest or just sourced some bloody lights.

Q. Which engine did the Ming custom come from?
A. It came from the unpowered end of a high-speed train found in a TOMY Trains playset from 1993 (more on that elsewhere).

Q. How did you find Atomcentral dot com?
A. Not sure, probably just looked on YouTube™ videos of nuclear blasts to download and use. Probably never visited the website itself!

Q. How did the conversation go down with getting teachers to do voice acting?
A. I can't exactly remember, but I probably would have just asked them to be a part of the assignment, and they were happy to do it.

Q. What did the teachers and students think about using Thomas merchandise for the assignment?
A. They were totally fine with it (more on that later).

Q. How did we do on the assignment?
A. We definitely passed- the exact grade I can't remember.

Q. Did it got copyrighted for the official music used?
A. It's never been struck down by YouTube™, and although a copyright claim was made on the video in 2018, it's only in the way that the copyright holders may get ad revenue from the video. Fingers crossed it stays that way, but knowing YouTube™, who bloody knows.

Q. Was there anything you would you could have done differently with it?
A. Oh yes, 100%. In fact, the 2009 edit and the director's cut were done purely to rectify some things I overlooked originally.

Q. Are you still friends/in contact with everyone who was involved with the film?
A. I am with a lot of them. See further on for more!

SCRIPT

Q. Was "Hallow-Lowey- Walloheen" part of the script or a mess up on the lines?
A. It was part of the script, which you'll be able to see at the end of the book.

Q. Did Thomas call Ben "Benne"?
A. No he calls him "Benny", referencing the original Terminator line which was "Hasta La Vista, baby".

Q. What is "dig" lingo for?
A. "Ya dig?" is kind of slang for "You understand?" or "You get it?", which Jack foolishly misinterprets.

Q. Did Toby call Thomas "Hitlernator"?
A. He did yes, and was the only engine to do so. After making the film people starting using the nickname "Thominator", which I think is so much better, therefore confirmed that as the official name in the follow-up videos.

Q. Did Gordon say "little booger"?
A. He did yes. I was inspired by a specific scene in '*Chicken Run*', where the farmer says, "Why you thieving little buggers!", but his accent makes it sound like "little boogers", which I ran with here.

CHARACTERS & LORE

Q. How did Thomas's transformation go?
A. I imagine it was a long, complex process that took the whole night at the Smelters. Thomas would have been rebuilt and upgraded with all his additions/weapons. Imagine the operation scene in the hit Disney live-action adaptation of *Inspector Gadget*, although with red lighting and more dramatic tone!

Q. How did angry Thomas get his iconic bufferbeam chip?
A. I wish I knew, probably from rough handling during play!

Q. Why did you decide to for some reason kill Thomas and Bill?
A. Because it's funny.

Q. Any characters that were planned to be in but were cut?
A. No, none.

Q. Does Ming still exist?
A. He does, and you can find a photo of the model at the end of the book (trigger warning)

Q. Will you make Ming merchandise?
A. I would if I could, I guess. Sorry!

Q. Ok, what EXACTLY happened to Ming after he disappeared on-screen? Did he crash into something WHAT
A. Ming's scene takes place in another yard somewhere else. He crashed into a brick wall, presumably at the end of a siding. As for what happened after, he was rescued by the breakdown gang, although probably after all the hubbub surrounding the Thominator's rampage. He, like Percy, may have had no idea about what happened.

Q. Would've Bill become an alcoholic if Ben had died from the Thominator?
A. Whatever the locomotive version of that would be, sure why not.

Q. Who replaced Bill at the Clay Works after his death?
A. Timothy (only because I actually own a model of him, therefore he can be canon.)

Q. What happened to Diesel and Diesel 10?
A. Diesel 10 was punished by being dumped in the scrapyard, however, as Lady once said, this did not last long, but that's another story. Diesel was never found out nor punished, because unlike Toad, Diesel 10 ain't no snitch.

Q. Did Thomas ever get replaced?
A. Yet to be confirmed. There is a script for an original third entry in this series which did introduce a replacement, but that's still up in the air at this point…

Q. Will Thomas come back from the dead and get his revenge?
A. No, he is dead dead. As dead as Russell Brand's career.

Q. Do the Skarloey and Culdee Fell Mountain Railway exist in your universe?
A. The Skarloey Railway does (see map), but not the Culdee Fell Mountain Railway, because of the embarrassing lack of mountain engine merchandise…

Q. Why does Thomas owe Bulgy 20 bucks?
A. That will probably be revealed one day (when I think of an answer)

Q. Did Bulgy get his $20?
A. Famously, no. Despite years of crowdfunding and a journey into the bridge between life and death, he has so far been unsuccessful.

GENERAL

Q. Is Ffarqwits and TBHS canon or not?
A. No they are not the same canon, evidenced by the different voice cast, and different toy used for the close-up Fat Controller.

Q. Were you aware of the video's Spanish fandub?
A. I am aware yes, and I believe the creator reached out to me beforehand to ask for permission, which I happily gave.

Q. What happened to the lost 2011 Director Cut?
A. See further on!

Q. How many trucks do you have (The troublesome ones)
A. Too many. And a handful of the non-troublesome ones, fyi.

Q. What happened to most of the props used in the original Thomas Blows His Stack?
A. I have some (see photos further on), but a lot have been thrown out or lost to time, sadly.

Q. In the upcoming remake will there be any notable or big changes to the story/events?
A. Perhaps, you'll have to wait and see.

Q. Do you still feel proud of what you made?
A. Yes I do.

Q. How does it feel to know this film will be 20 years ago soon?
A. Overwhelming, and a little depressing due to how old I am…

Answers from the original cast & crew

Q. How did you feel about working on such a film?

Karl (Crew/voice of Duck)
Retrospectively it was an honour and privilege, at the time though being about 16 or 17, I hadn't thought much about it really, or the long-lasting impact "*Thomas Blows His Stack*" would have. It was for a class assignment, it was quite fun to help with. Michael was the mastermind behind it all, and myself and some others were lucky enough to help make it happen.

Nathanael (Producer/voice of Terence)
I remember agreeing without hesitation, without really understand the enormity and impact this film would eventually have. Having never originally been on my radar, this project created a space in which there will always be room for Thomas and his friends.

Clara (Crew)
It was my first and only experience working/being a part of a Thomas film and working with the merchandise. I didn't really have a feeling, just did what I was told.

Andrew (Crew)
Thomas the tank engine is one of the first things I played with as a kid. The toys and show inspire so much creativity. Kids can make their own tracks and make up their own story's. Much like we did.

Q. What memories do you have being a part of the project?

Karl
Some distinct and quite funny memories I have with the making was, the scene where Harold drops the bomb haha, the final scene looks great, I remember it was just a small lump of grey Blu-Tack Michael molded into the shape of a bomb and had it stuck to the bottom of Harold and then

lowered it down quickly on fishing line to evil Thomas before it cut to the mushroom cloud explosion. I am pretty sure we filmed that just outside one of the demountable classroom buildings we regularly had classes in, towards the back oval area, which now is all well developed with more buildings.
Another great memory was working on some scenes in one of the lower grade students playground sand pit area, with Michael and one of his younger brothers. Again, with the trusty fishing lines we were able to slowly and surely move the diecast Thomas and Friends trains in front of the camera.
At about the 2:50 point in the clip you will see a great scene with this, Thomas has just turned evil and he is climbing slowly uphill on tracks, in the background you'll see the nice mountain scenery back drop, with which I'm pretty sure Michael painted on thin wooden boards. This was nice and very surprising to see how it turned out once recorded on those communal class camcorders we would have had access to as students back then. They weren't overly fancy cameras but the way it captures the backdrop in this scene was great, I'm not sure whether it was due to sunlight exposure off to the left, but it turned out with a great depth of field look with another mountain further in the distance, almost creating an eerie haze or fog for the scene. The board wasn't painted exactly as it shows on film, but I think it turned out fantastic.

Nathanael
I remember all of us loving Ming, tolerating Bulgy and never ever forgetting Annie & Clarabel. Also, the likability and work ethic of the producer, in my opinion, created an experience that was both enjoyable and unforgettable.

Clara
It was definitely fun at the time and a new experience being a part of the film. It was great to see behind the scenes on how it all came together.

Andrew
Being so young at the time anything my big brother was into, I was naturally into. So, I was all for helping where I could. I remember helping build sets after school and trying to pull trains on strings at the proper speed

Q. How do you feel about the short film now having a cult following with such a strong nostalgic element?

Karl
In the early years after this was uploaded to YouTube I was truly surprised to see how many took a liking to it. At first, I was thinking it was funny that there was such a liking to a cheesy school film project by a group of unknowns. But over the years, as time has gone on a bit, and having kids of my own (we're kinda old now lol), I've watched "Thomas Blows His Stack" several more times, and each time I think I've laughed harder and longer, as it's grown more brilliant each time. What started out for me as just another school assignment has turned into a great long lasting memory that I'm grateful to have been a part of.
Although my thoughts on it were pretty limited at the time, it is clear to see the passion and vision Michael had for this project. It is strange to think kids grew up with this like my generation had with other memes, skits and such. I am glad it's brought a lot of enjoyment and entertainment to others as much and more than it does for myself. I look forward to what else might happen in the future.

Nathanael
I see this franchise being similar to Star Wars, with new big names lining up to play even the smallest part in any new adaptions. Thomas and his stack have a become a household name and the world is better for it.

Clara
I didn't even know there was a cult following, but very cool to know. I do understand the nostalgic element, definitely brings back good childhood memories (watching the original with younger cousins and younger

brother) and good teen memories (working with Michael and our classmates on this project).

Andrew
I'm so excited that the film has a cult following! It totally deserves the recognition and I'm overjoyed that people enjoy it as much as I enjoyed helping make it.

Answers from the Teacher/Bulgy, Mr. McGregor

Q. How did the conversation go down with getting teachers to do voice acting?
A. Well, Michael was from my first year of teaching, and I still have a drawing he made me back in 2005, so being up for being in his project wasn't a problem for me.

Q. What did the teachers think about using Thomas merchandise for the assignment?
A. Thomas has always been Michael's thing- everyone has their thing, so as a teacher, I say all power to you- do what you love.

Q. How do you feel about the short film now having a cult following with such a strong nostalgic element?
A. I think it's awesome that he has connected with other people who have the same passion as he does, and that he can share the enthusiasm and create his own community.

The Stories, Their Origins and Location

THOMAS BLOWS HIS STACK

Origin: A simple story based on a teenager's idea of edgy comedy- *what if Thomas became evil?*

Story: Thomas is ticked off, and despite Duck's warnings, does not lighten up. He easily agrees to Diesel 10's suggestion of getting revenge and chasing power, and he gets turned into 'the Thominator'. After this he wreaks havoc across the Island, seemingly unstoppable. But just as he thinks he's in control, he gets pushed off the track by Toby, and Harold drops a bomb on him, killing him instantly. The wreckage is recovered and the damage repaired, and the railway and engines go back to normal.

Location: The Island of Sodor, across numerous stations and yards. Filmed in Brisbane, Queensland on school grounds.

THOMAS BLOWS HIS STACK: THE DIRECTOR'S CUT

Origin: For a film competition at a local school (circa 2011), I wanted to enter TBHS, but I also wanted to add and fix some elements to make it better. From memory, below is a summary of the changes/additions:

- A new shot revealing the Thominator at the doors of the Smelters, with Diesel 10 and Diesel on each side. For this shot my Thomas model had a small red bulb, with a wire connecting to the battery inside the toy, so he had a light-up eye for this shot only. There were also lightning effects, and eerie music.
- A new rampage sequence after the shot of Thomas derailing trucks in a yard, of Thomas running through another yard and

knocked over a water tower. Because of this the 'Benny Hill' theme was extended.

- An alternative shot of upside-down Bertie, this time on a set with railway tracks behind him, and a big dirt crater on the road, showing a clearer reason behind why he was belly-up.
- A new shot of Toby saying "not today", to cover up the blurred freeze frame in the original. At this point, however I'd lost my Toby model, so had to build one from scratch out of paper and blu-tac, which sat on another toy chassis. The only current images of this is in shots for the original sequel, see further on.
- Miscellaneous newly-added music cues and sound effects, although probably not much more than what was added in the 2009 edit.
- The end credit music was completely replaced to be the version of 'Really Useful Engine' from the TATMR soundtrack.

Story: The same as TBHS, duh.

Location: Same as TBHS, although new footage was filmed in southern New South Wales.

A SONG OF SNOW AND STEAM

Origin: The desire to do a lofi-esque, 'trainspotting' video, turned into an idea to make a semi-sequel to TBHS, and expand the world's characters.

Story: None? The engines are working hard across the railway, during the first Christmas after the Thominator's rampage.

Location: The Island of Sodor, across numerous lines, yards, and sheds. Filmed in Canberra, Australian Capital Territory, in my garage. Not gonna go into any more detail as I don't wanna dox myself…

CELEBRATING 17 YEARS OF THOMAS BLOWS HIS STACK

Origin: A partly in-universe, partly fourth-wall-breaking video to commemorate the anniversary of TBHS, showing what the engines have been up to since then, answering some lingering questions, and teasing the future.

Story: Gordon talks about the events of the Thominator's rampage, which happened on this day 17 years ago. He is shocked to learn Percy has no idea what happened. Hilarity ensues. Also, Toby threatens my life.

Location: The Island of Sodor, at Tidmouth Sheds. Filmed in Canberra, ACT, in my next garage.

THOMAS COMES BACK

Origin: An attempt at (finally) doing a proper sequel to TBHS, although in a very different direction. Born quite last minute and written/filmed as quickly as possible to meet the anniversary deadline, it answers more questions, expands the mystical side of the universe, and finally sees the return of the Thominator.

Story: Thomas wakes up in the Really Useful Void, having been summoned by someone still living. He meets Lady, who tells him about the Void, and tries to make him see the error of his ways. Thominator, being a stubborn idiot, doesn't listen, and just wants to meet his potential savior. Turns out it was Bulgy, who just wanted his 20 bucks back.

Location: The Really Useful Void, and also Ffarquhar. Filmed in Canberra, ACT, in my office.

BEN'S SPOOKY NIGHT

Origin: A desire to capitalise on the popularity of 'Walloheen', as well as to finally use both a model castle I'd bought ages ago and Trackmaster track. Written and filmed in even more of a rush than TCB lol.

Story: Ben is asked by the Fat Controller to investigate damaged track on the old wharf line near Suddery castle, and is so nervous he leaves the workmen behind and goes by himself. Once there, a ghost engine appears in the mist. It's Sudd, one of the long-dead Wellsworth & Suddery engines. Sudd tries to intimidate Ben, but once he threatens Ben's title of being "the most mischievous engine on the Island", Ben charges at him and makes him vanish- never to return again.

Location: The Island of Sodor, at Brendam and south Suddery. Filmed in Canberra, ACT, in my garage again.

THOMAS BLOWS HIS STACK: RETERMINATED

TBC…

Thomas: A Clown Worth Parodying For

This year, as anyone with the stomach to have read this far will be aware, is the 19th anniversary of the release of *Thomas Blows His Stack*. In my humble opinion, Thomas is at his best when he is a prick. Despite his warm, friendly character which is generally advertised by the brand, thinking back to classic episodes like *Thomas, Percy & the Coal*, *Ghost Train*, and numerous times in Series 5, the very thought of Thomas being rude, dismissive, and generally acting like an arse absolutely tickles me, and I think that was one reason behind making the original TBHS (only to an even more exaggerated extent).

Perhaps it's my own ignorance, but I don't see this side of Thomas explored much in fan material. I certainly have attempted to bring out 'prick' Thomas in my current series *Ffarqwits*, and I do hope to see more comedic takes on this side of Thomas' personality. While the heyday of parodies, YouTube™ poops, and poor-quality videos have seemingly come to an end, I do hope more people are inspired to poke fun at the world of Sodor, and specifically Thomas, in the years to come. And don't let good ol' YouTube™ limit you! If they don't like your 'copyrighted material', there's plenty of other places you can share your creations!

(If you're reading this, YouTube™, please don't demonetise me)

And Finally... Behind the Google Drive Firewall

Below is a collection of photos and screenshots of BTS material of the TBHS series. Unfortunately, no BTS photos of the production of the original exist, so you'll have to be content with the below, soz. There are more photos like these shared throughout the years on my Twitter account, but for now, this glimpse may prove helpful, interesting and enjoyable.

BTS Images

THOMAS BLOWS HIS STACK

The full cast reunited in 2022. Toby and Gordon are stand-ins, as the originals were lost at the time.

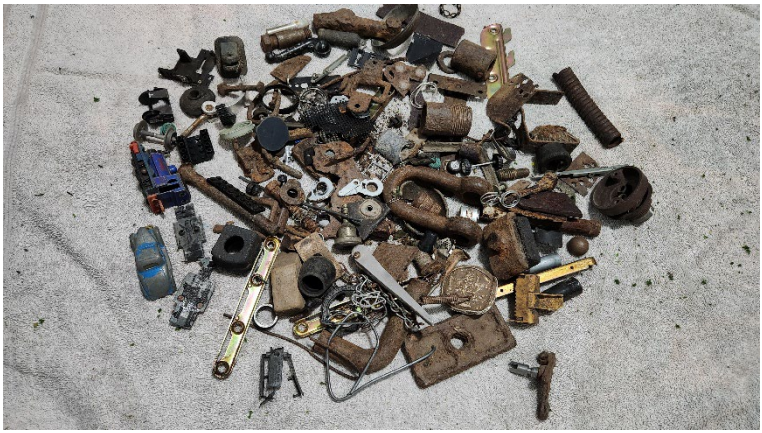
Large-scale Topham and Machine-Gun-Thominator reuniting in 2024 (Thomas' funnel had since been found, and as of right now the *whole toy* is missing. Classic me.)

Ming, in 2022 condition, with a face remodeled circa 2011. The white eyes are actually drawn on paper, with the face molded over the top.

The same toy, in 2026 condition. Poor guy. Also seen is the remodeled Thominator face for TCB.

Images of the original 1993 set the Ming model was from, sourced from fallinsideahole.com.

A small selection of original buildings and set accessories, taken in 2022. I also still have the glaringly-white ‘Sodor Ironwork’ building.



The collection of original scrap pieces, mostly all metal. As mentioned, this all lives in a large ice cream container, and includes canonically-dead Sir Handel.

A SONG OF SNOW AND STEAM

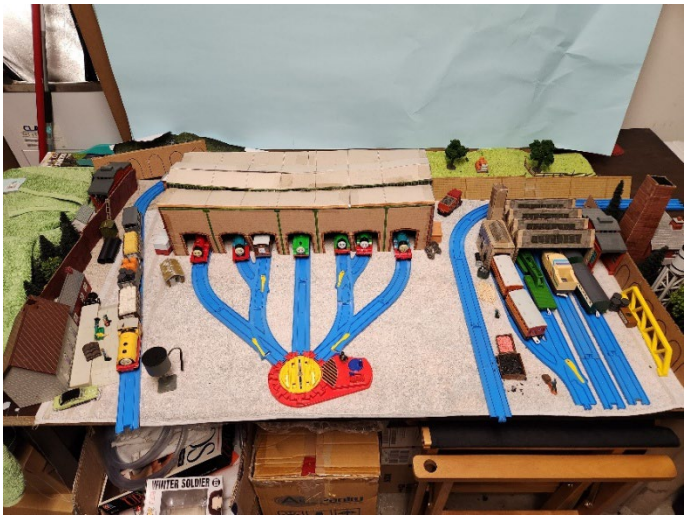
The new Tidmouth Sheds freshly built, in my garage at the time. It was designed to emulate the TV series shed, with the height emulating the original from TBHS.

The full Tidmouth Sheds set seen at the end. Note some of the walls are the exact same pieces from TBHS. Shredded coconut was used as snow.

The incredibly basic Brendam Docks set. A black throw blanket was used for the night sky for a lot of this film.

The set of Ming's unfortunate accident. Fun fact: this shot was filmed in reverse. Also Terence not beating the nosy allegations.

CELEBRATING 17 YEARS OF THOMAS BLOWS HIS STACK



The complete Tidmouth Sheds set. First version of the set to include the dairy/goods building, and first visual appearance of the fabled ‘pink coal’, which were actually Wonka nerds.

The 2011-made version of the Thominator for TBHSDC, in 2022 condition.

The Sodor Morning Herald
VOL 12345
MONDAY 15 JULY
NO 123
STEAM LOCO GOES ON RAMPAGE
NWR #1 'Thomas' killed after days-long seige, remains buried lineside.

THE SUDDERY TIMES
VOL 12345
MONDAY 15 JULY
NO 123
PINK COAL LEGALISED
Railway controller Sir Topham says trains have "never run faster", dismisses side effects.

Harold Sun
VOL 12345
MONDAY 15 JULY
NO 123
MEMORIAL REVEALED FOR ENGINE
Tank engine 'Bill', killed in explosion, receives statue. Twin brother 'Ben' left inconsolable.

The Dryaw Telegraph
VOL 12345
MONDAY 15 JULY
NO 123
CROWDFUNDING FAILS FOR BUS
Reports say local bus 'Bulgy' only raised $1.96 of $20 goal in 17 years

The raw images of the newspaper headlines seen during the end credits. All of the newspaper names are parodies of real Australian newspaper prints. The first one used a photo from a cancelled project, more on that later.

THOMAS COMES BACK

The set of the Really Useful Void, darkened in post to try and hide the textures and contours of a throw blanket.

The complete Ffarquhar set seen at the end, later used for filming my current YouTube™ series '*Ffarqwits'*.

A close-up of the Thomas summoning symbol drawn in chalk, plus the parts Bulgy used for the ritual. How he acquired them- I dare not think.

BEN'S SPOOKY NIGHT

The set of Brendam Yard, redressed from Ffarquhar. Cranky pulls a TATMR here.

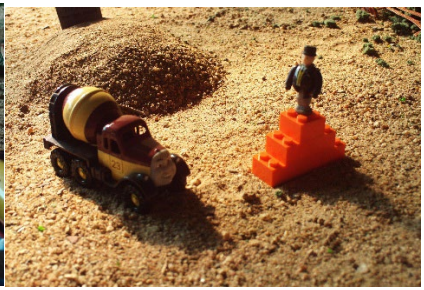
The set of Suddery castle, with lamp professionally customized to give the moon an eerie glow. The large rocks are all fishtank accessories.

‘Jack’ and ‘Skelly’, two pumpkins molded out of blu-tac for the end title sequence. They <u>are</u> canon- write that down.

THE ORIGINAL SEQUEL: DIESEL 10 STRIKES BACK

Below are photos taken in 2009 for the original sequel to TBHS, titled "*Diesel 10 Strikes Back"* (more on that below). These sets were small, rudimentary, had only one source of light, and could only be filmed from very specific angles. Ultimately, they did not work, although one photo as mentioned was reused in CSYT for a newspaper clipping. At this point in time, I started using more realistic shrubbery, as well as actual dirt and gravel for ground surfaces, which I think looked good, and do want to return to.

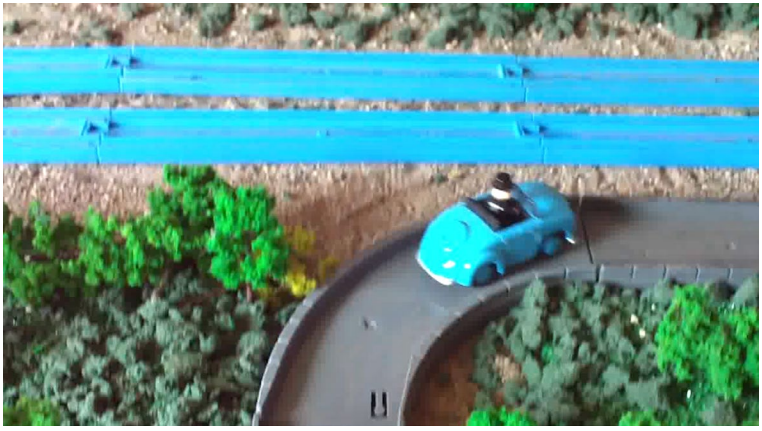
Thomas' funeral, with TFC making a speech. Note that Toby is the hand-made paper version, replacing the lost toy.



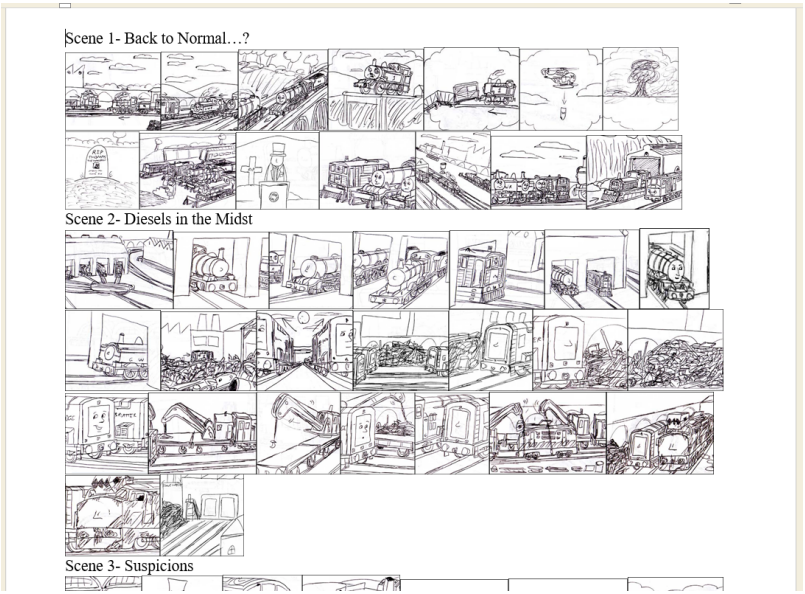
More shots of the funeral.

The first version of Ffarquhar, which had some footage shot as well. Featuring paper Toby, and Caroline's only appearance on a set to date!

A screenshot of some raw footage, showing a new station (with an unreadable custom sign), and Mavis's model being used.



Another screenshot. This toy would go on to appear at the end of ASOSS.



A snippet of the storyboards made for the sequel. The whole entire thing was storyboarded out start to finish, before I put the project on the backburner.

Scripts

THOMAS BLOWS HIS STACK

Here is the full original script of TBHS, written in 2007. If you're on Twitter you may have already seen this, but here it is anyway for posterity…

Thomas Blows His Stack

By Michael

Shot 1-
Fade in to EWS of Yard. Thomas theme plays, and title appears on screen.

Shot 2-
Wide Shots of engines puffing along different lines. Cheery music plays.

Narrator: It was a bright and sunny day on the Island of Sodor. The engines were working happily, but Thomas was annoyed.

Shot of James and Ben in the sheds, and Thomas pulling up beside them looking annoyed.

James: 'Sup homey. What's happenin' dog?
Thomas: I'm ticked off. I've got too much work, and no one appreciates what I do anymore.
Ben: Well, Annie and Clarabel do…

Shot of Annie and Clarabel sitting in the sheds, smiling.

Annie & Clarabel: Yoo hoo! Thomas! *giggles*

Shot of close up Thomas again.

Thomas: Apart from that! I'm annoyed, and I demand better treatment!

Thomas puffs away, and James and Ben look at each other, worried.

Shot 3-

Thomas puffs into the Yard, to meet a waiting Foreman.

Foreman: Thomas, you are to collect a load of scrap from the station, and take it to the Scrapyards.
Thomas: But Sir! Can't Ming take it?
Foreman: Ming is busy right now…

Shot of Ming the Chinese Diesel, rolling alongside a line of trucks.

Ming: Truck, truck, truck, truck, tanker, truck, truck…
CRASH
Ming: Oww…wall!

Back to shot of Thomas in Yard.

Thomas: *sigh* Yes Sir.

Shot 4-

Thomas backs away, and shots of him puffing to the Station. He backs up to the trucks, ad Duck pulls in with a passenger train.

Duck: Hello there, Thomas.
Thomas: Hey.
Duck: I heard you were pretty irritated. You'd better lighten up, before you do something you'll regret.

Thomas puffs away, still annoyed. Duck sighs.

Shot 5-

Scenes of Thomas pulling his train, through countryside, mountains & over bridges. Soon, it becomes darker and evening, and Thomas approaches the scrapyard.

Thomas: Geeze, it's creepy here.
Truck: Don't be a pansy! We're not scared!

Picture of Grabber dropping some scrap, making a loud crashing noise

Truck: *girly squeal*
Thomas: Hehe, pansy.

Shot 6-

Thomas shunt trucks in a siding, and backs up. He then hears a diesel horn

Thomas: Whoa, who's there?
Diesel 10: It's me, Diesel 10.
Thomas: Oh. What do you want?
Diesel 10: To help you. I noticed you've been overworked and under-appreciated. I have an answer for all of this…
Thomas: What?
Diesel 10: Revenge.
Thomas: How?
Diesel 10: Violence, damage, destroy, kill.
Thomas: What do I get out of it?
Diesel 10: Satisfaction, vengeance, power. What do ya say, Thomas?
Thomas: Sure. It's not like my life is good right now.
Diesel 10: Great! Buffer him Diesel.
Diesel: Yes Sir

Diesel buffers onto the back of him, and Diesel rolls closer

Diesel 10: Let the transformation begin!

Shot of Thomas looking left and right- fade to black.

Shot 7-

Ben is idling in the Quarry on a siding. Thomas approaches, and stops behind him.

Ben: Oh hi Thomas. Why are you dressed like that? It's not Hallewo…llawehoon…Walloheen!
Thomas: It is time for you to be terminated.
Ben: What the? Are you smoking that pink coal again?

Thomas moves forward and buffers up to Ben. He starts pushing Ben towards the buffers & cliff.

Thomas: Asta la vista, Benny.

Thomas pushes Ben off the end of the siding, through the buffers, and over the cliff.

Ben: No, Thomas. Nooo! Ouch! Ow oh! Ow!

Thomas starts pushing engines & rolling stock off the rails, and also chases engines to destroy. The Benny Hill theme plays.

Shot 8-

Thomas approaches the Fat Controller in the Yard.

Fat Controller: Thomas, you have caused confusion and delay.
Thomas: Shut it, Fatty.

Thomas' funnel transforms into a machine gun and he shoots the Fat Controller in the gut.

Fat Controller: Ow!

The Fat Controller falls on his back, and started swaying from side to side.

Fat Controller: Damnit! If my plastic arms weren't attached to my plastic body, I'd be waving them!

Shot of close up of Thomas smiling evilly- fade to black.

Shot 9-

Fade in to shots of damaged and destroyed buildings, damaged bridges, and debris everywhere. Sad music plays- Fade to shot of Bertie upside down, trying to move.

Bertie: Eh, ee, ah, oh nuts!

Shot 10-

Shot of Thomas on a risen piece of track- like a podium.

Thomas: Today the railway. Tomorrow, the world! *evil laugh*

Shot of engines behind Thomas, and Toby comes up behind and pushes Thomas.

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Shot 10-

Shot of Thomas on a risen piece of track- like a podium.

Thomas: Today the railway. Tomorrow, the world! *evil laugh*

Shot of engines behind Thomas, and Toby comes up behind and pushes Thomas.

Toby: Take that Hitlinator!

Thomas gets pushed through the buffers and over the edge, and crashed into the valley below.

Gordon: Haha! Well done Toby, you got the little booga!

Shot 11-

Thomas: I'll get you! I'll destroy you all!

Harold flies over Thomas. Close up of Harold.

Fat Controller (on radio): Fire when ready Harold!
Harold: Yes Sir. Bombs away old chap what!

Harold drops a bomb, and Thomas gets blown up. Shots of the engines watching in awe, and close up shot of Trevor and Terence watching with sunglasses.

Trevor & Terence: Ooohhh, aaahhhh!

Shot of Fat Controller standing on 'podium' track.

Fat Controller: It had to be done.

Shot of flaming dead Thomas- fade to black.

Shot 12-

Fade in, shows shots of engines cleaned up and repairing the damage and destruction on the railway.

Narrator: And so, the engines tidied and cleaned up the Island back to normal. They then continued working happily and safely. After the recent ordeals, the Fat Controller agrees they are all really useful engines.

Shot of all the engines in the Yard with the Fat Controller on front of them. Chorus of whistles erupt- fade to black. Fade in again for a 'THE END' title.

Credits-

Cast and Crew rolling up, with various random shots of bloopers, behind the scenes, and engines stuffing around.

THE FIRST 2 PAGES OF DIESEL 10 STRIKES BACK

This is the first two pages of the 16-page script for the original sequel to TBHS, written in 2009, the title of which has never been publicly released until this book. I don't have plans to release the full script, just in case this story ever does get made…

Diesel 10 Strikes Back

By Michael

[Shot of Diesel 10 smiling evilly, as the opening music and title shows. Then, fade to shot of Percy and Donald passing the screen.]

Scene 1- Back to Normal…?

Narrator: It was a lovely summer morning on the Island of Sodor. All the engines were working as hard as can be. The railway was running as well as ever, especially after the terrifying ordeal with Thomas the Tank Engine many years ago. After Thomas' rampage and destruction on the railway and his abrupt death, he was buried near the Yard.

[Shot of the engines gathered at the end of the Yard, with the Fat Controller standing on a pulpit.]

Fat Controller: We are here to remember Thomas Southampton Billinton II, otherwise known as Thomas the Tank Engine. He was a relatively good engine, who worked hard and proved to be somewhat useful over the years. Sure, he may have been a loud, annoying, whiny prat, but nobody's perfect.

[Gordon scoffs in disagreement.]

Fat Controller: Anyone else want to say a few words?

[Shots of road characters at the pulpit.]

Bertie: Now I need somebody else to race!

Patrick: Eh, he probably deserved it.

Bulgy: Thomas owed me twenty bucks!

[Shot of engines working again.]

Narrator: Nevertheless, the railway continued to function as normal. In fact, more engines were brought to the railway to help with increasing workloads.

[Shot of the engines at Tidmouth Sheds at night.]

Narrator: That night, the engines had the usual conversation about the day they had.

Gordon: I was ten minutes early with the Express today. Ten minutes! The Fat Controller was very pleased! I'm not one to boast, but…

Henry: Whatever, Gordon!

Gordon: Don't interrupt my gloating-session, tree hugger!

Henry: I'm not a tree hugger! I don't have any arms!

Toby: Anyway, did you have a good day Percy?

Percy: Running Thomas' branch line isn't as easy as I thought it would. Especially with Annie and Clarabel giving me constant attention!

Gordon: Oh, you know you enjoy it Percy.

James: Pity you couldn't Gordon, not with that tiny funnel of yours!

Gordon: Stow it, James! At least I don't act like a hipster!

James: Hey man, I'm a *gangster*! Don't make me bring yo mama into this dawg!

Toby: Okay, enough bickering you two, let's just get to sleep.

Gordon: You're one to say, Toby; you need 6 hours just to get up steam! You would have been easily scrapped, had Thomas killed Fatty, and Diesel 10 still been around.

Percy: Diesel 10?! He's not back is he?!

Toby: No, Percy. Diesel 10 is firmly out of the way, where he belongs.

Duck: And let's hope he stays that way.

Scene 2- Diesels in the Midst

[Cut to shot of the Scrapyards.]

Narrator: But Toby had said could not have been more wrong. In fact, that night, three diesels made a sinister plan to bring back the railway's most feared villain.

[Shot of Diesel, Dodge and Splatter rolling up to an area of scrap.]

Diesel: Have you got the crane Splatter?

Splatter: Dur, yeah Diesel. Right behind me. Ready for action. Yeah.

Diesel: Good! *Ahem* Diesel 10, Sir, are you here?

[Shot of silence.]

Dodge: I don't hear anything.

Splatter: Maybe he's asleep.

[Splatter honks his horn long and loud.]

Diesel 10: Aaagghh! Who dares to wake me! Especially during my beauty sleep!

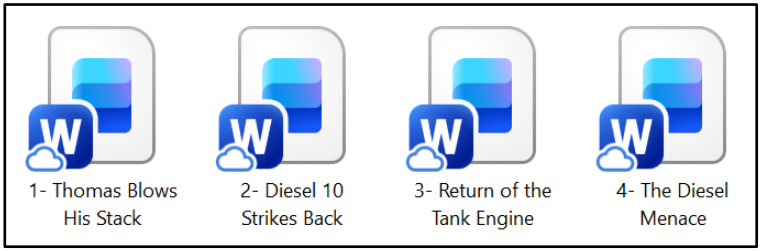
Diesel: Diesel 10? Boss? We're here to get you out of here. We're your assistants.

Dodge: You know, minions? Cronies?

Splatter: *Brothas*!

Diesel 10: Silence! It's about time you came and got me!

What else was there?



Another big reveal- the other sequels! Four full stories were mapped out following TBHS, with Scripts 2 and 3 completely written (in 2009 and 2010), with number 4 only having the first three scenes written before I probably started hyper-fixating on something else. An additional Christmas-themed short film was written in 2022, but that was also dropped due to complexity. Once again, I'll leave the specifics of these to myself in case they're ever fully created one day- which I would love to do.

As for TBHSR, that's still on the cards, maybe even to be made in time for the 20th Anniversary? Who knows at this point!

Thank you to those who have made it this far. I hope you enjoyed this silly book- if you did, let me know! If you didn't, keep it to yourself please. I don't need that kind of negativity in my life. Take care everyone, and say no to pink coal.

~ Michael

The Island of
SODOR
Here Duck tried to talk sense into Thomas
Here Thomas was turned into the Thominator, and where Diesel 10 was punished
Here the Thominator pushed Ben, was pushed by Toby, and killed by Harold
Here Henry was during the rampage, and where Ben was repaired
Here Ben confronted Sudd the Ghost Engine
A WHOLE LOT'A NOTHING
OIRISH SEA
PINK COAL MINE
DUBBYN MOOR
DUBBYN LEES
LORD CALLAN'S CASTLE
PEEL
CENTRE ISLAND QUARRY
GODRED TRIPPED
BANANA FACTORY
CULDEE FELL
LOUIE MACHAN
POP MUSIC SCHOOL
ABBEY ROAD
BOULDER QUARRY
WILFRED STUMBLED
MINISTRY OF DA FENCE
GOTTEM QUARRY
NARROW GAUGE GORGE
VIADUCT
RIVER LOUIE
RIVER ELSBORO
RIVER SAWYER
GYNTORT
FARM LANDS
MARON
KILLDANE SMELTERS' SCRAPYARDS
KELLSTHORPIE
OLYMPIC POOL
THE DEPOT
CRUNK
THE CASTLE PUB
STANDING STONES
SITTING STONES
RIVER CRAKER
METTEY
GUMP FOREST
SUDDERY
BALLSAREDRYIN
KILLABAN
SODOR MUSEUM
OLD LIGHTHOUSE
KELLABY
SODOR RACETRACK
CABALNOO
SODOR BALLOON FACTORY
THE VERY DIFFICULT BEND
CHARLIE RONAN
CEMENT WORKS
KIRK RONAN
PORT
STARBOARD
OLDER
UPPER BRENDAM
WTF
TOP STATION
HAWIN HALT
SCREAMING WATERFALL
RIVER MIST
HAWIN SLOW
HOME FARM
CATTLE CREEP
SODOR BUTCHERS
LAKESIDE STATION
STATIONSIDE LAKE
OLD WOODEN BRIDGE
TOP RIGHT STATION
THE BARROW THAT'S IN FURNESS
VICARSTOWN
DIESEL DEPOT
LIFTING BRIDGE
BORING BRIDGE
WORTHIT CASTLE
WOODLAND WAY
YOUNG WOODEN BRIDGE
DIESEL WORKS
SECOND STATION
JUNCTION STATION
CASTLE CAUSEWAY
RIVER DEWEY
BLUEBELL VALLEY
THE BLUEBELL LINE
BALLAWHAT
THE OTHER TUNNEL
RIVER WHAT
ANCIENT LIGHTHOUSE
NORMANBY-NORRAMBY
FIRST STATION
HENRY'S TUNNEL
BATTLEFIELD
FISHING VILLAGE
CROVAN'S GATE
THE WORKS
CORNFIELD
BLOODY OLD LIGHTHOUSE
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